EdLand Manual, the Level Editor for Conflict Zone

1. Presentation

The 'EdLand' level editor supplied with Conflict Zone is based on the tool used by the development team to create game missions and the 'multi' maps supplied on the game CD-Rom. You can use it to create new maps to access in 'multi' mode and in 'skirmish' mode.

2. Starting Up

Double-click on 'Edland.exe.' in the directory where you installed Conflict Zone to start the editor. You can also use the shortcut in the Start Up\Ubsoft games\Masa\Conflict Zone\ menu.

3. Creating a map

A panel opens and asks you to decide:
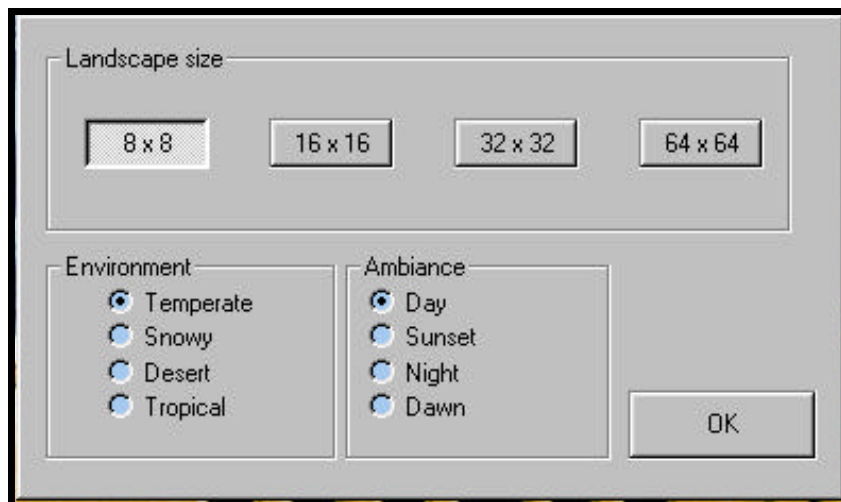
- The size of the map
- The type of environment
- The type of atmosphere

By default, EdLand suggests creating an 8 by 8 map, with a temperate environment and 'daytime' atmosphere.

3.1 Size of the map

EdLand offers 4 different sizes, from 8 by 8 patches (less than 1 km2) up to 64 by 64 patches (more than 25 km2). Choosing the size of your map will depend mainly on the maximum number of participants you wish to authorize and the style of game you want to create. The smaller the maps, the more violent the game-style, because overcrowding leads to distrust and rivalry and is conducive to rapid confrontations. A size of 8 by 8 is ideal for rapid confrontations between 2 players. Use 16 by 16 for 4 players, and larger still for 6 to 8 players.

3.2 Types of environment

The same types of décor – plains, hills, mountains, canyons, rivers, etc. – can be accessed regardless of the environment. The choice you make is mostly a question of taste and atmosphere. Besides the décor, each environment is distinguished by its civilian houses and different native populations.

- **'Temperate':** same type of environment as in the the Ukrainian conflict in the Solo campaign.

- **'Snowy':** same type of environment as in the Himalayan conflict in the Solo campaign.

- **'Desert':** same type of environment as in the Nigerian conflict in the Solo campaign.

- **'Tropical':** same type of environment as in the Malayan conflict in the Solo campaign.
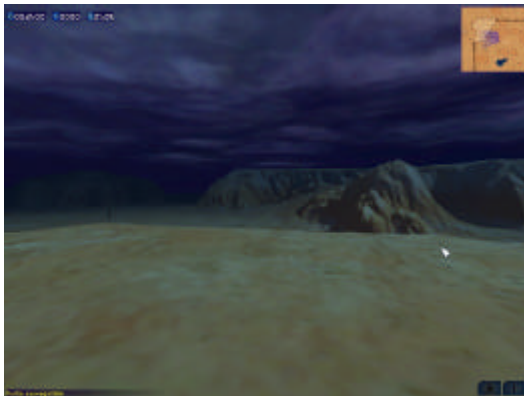

3.3   Type of atmosphere

- **'Day':** the middle of the day, with the sun high in the sky.
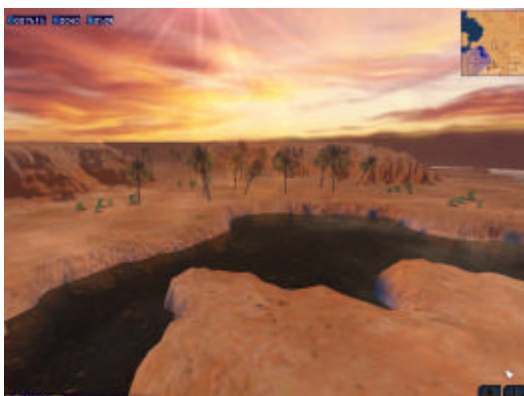
- **'Sunset':** the sun going down.

- **'Night':** night time with a bright full moon, making it possible to see the décor and units.
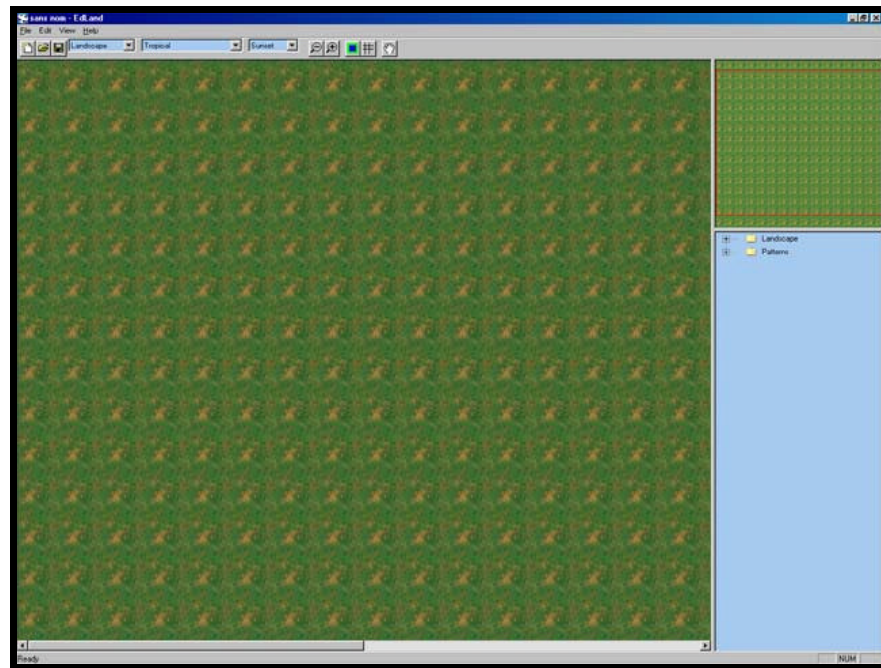

- **'Dawn':** sunrise.

When you have chosen all your parameters, click on OK to create a blank map with the parameters you have selected.
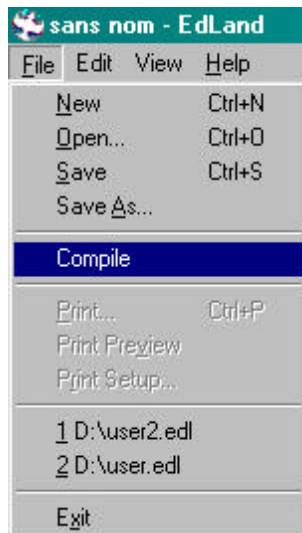
4.   The interface

EdLand's interface is made up of a menu, an icon bar, a work zone, a radar minimap and a scrolling list.

4.1   Menu

4.1.1   'File'

'New': creates a new map and opens the initial panel to choose size, environment and atmosphere. If you have not saved the changes you have made, EdLand asks you if you want to save before moving on to the new map. If you do not save, your changes will be lost.

'Open': opens a panel which allows you to select the map you want to open on your hard disk.
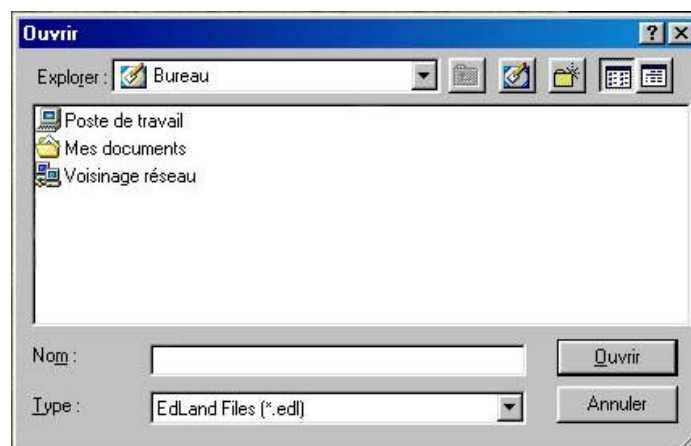
'Save': saves the map in its current state. If the map has already been saved, EdLand asks you if you wish to overwrite the old version. If you do not wish to do this, EdLand allows you to give a new name to your map.

'Save as': enables you to save your map under a new name so as not to overwrite the previous version.

'Compile' : this command creates additional files required to use cards created with EdLand in the Conflict Zone. If you attempt to use a card without having compiled it, the game will perform the compilation at the start of the game, but this may take several minutes.

'Exit': to quit EdLand. If you have not saved your changes, EdLand asks you if you want to save before quitting. If you do not save, your modifications will be lost.
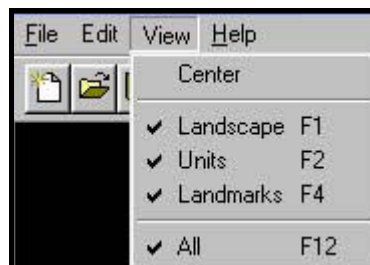
4.1.2 Edit
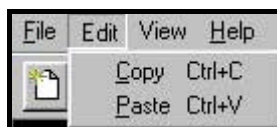
'Copy': to copy the present selection into buffer memory. By default, the selection only concerns the ground. If CTRL is kept pressed down while making the selection, it will include the ground and everything on it (base, village, civilians).

'Paste': to paste the contents of the buffer memory onto the currently selected position.

4.1.3 'View'

'Center': centers the view on the middle of the map in main view.

'Landscape': click to activate or deactivate the display of the ground.

'Landmarks': click to activate or deactivate the display of bases and villages.

'Units': click to activate or deactivate display of units.

'All': click to activate or deactivate display of all elements on the map.

4.2 Icon bar

4.2.1 New map

Shortcut to 'File/New'.

4.2.2 Open

Shortcut to 'File/Open'.

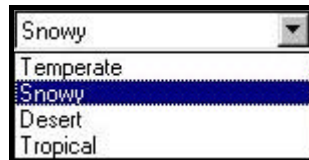### 4.2.3 Save

Shortcut to 'File/Save'.

4.2.4 Editing mode

With this selection list, you can change the editing mode.

- In 'units' mode, you can only add or remove units to or from the map.
- In 'landmarks' mode, you can only add or remove bases and villages.
- In 'landscape' mode, you can only modify the ground.

4.2.5 Type of environment

With this selection list, dynamic changes to the current type of map environment can be made. The changes take effect immediately.

Note: it may happen that the map is changed in such a way that it is no longer valid after a change of environment, because certain décor elements ('patches') do not coincide exactly between 2 environments. So this function is provided with no total guarantee that the result will be successful. All the same, in most cases it will help you save precious time rather than having to begin your map all over again.

4.2.6 Atmosphere

With this selection list, dynamic changes can be made to the type of atmosphere on your map.
The difference cannot be perceived until you have loaded your map into the game.

4.2.7 Zoom
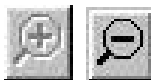
 With these 2 icons, you can zoom in and out on the map.

4.2.8 Viewing modes

. This icon allows you to switch between 2 modes of viewing the ground. Press it to move into 'landscape check' mode. In this mode, you will see black bars appear indicating linkage problems between elements of the ground that have incorrectly placed. When a map has such linkage problems, it is not valid. Press the icon again to move back into normal viewing mode.

4.2.9 Grid

 Using this icon, you can display or hide the separation grid that lies between décor elements (patches). You can only use this icon if the 'landscape check' mode is not activated.

4.2.10 Movement mode

 With this icon, you can shift into movement mode. In this mode, the mouse cursor turns into a multidirectional cross. You can click inside the work zone to cling on to the ground, then – so long as you do not release the mouse button –you can move around on the ground by moving your mouse.

4.3 Radar minimap
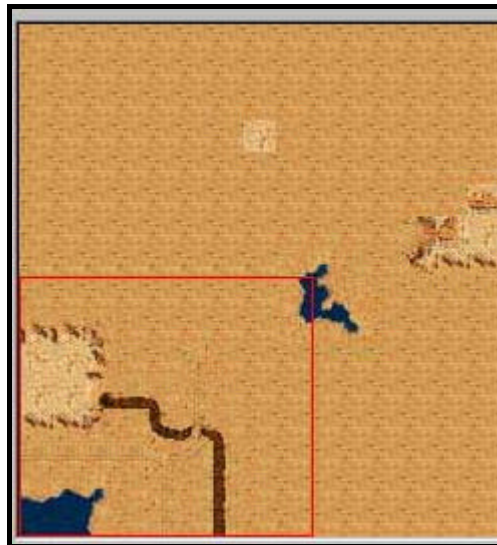
Figure 1.

This radar minimap allows you to move around within a map that is too large – or too closely zoomed-in – to be fully displayed on the screen. If this is the case, a red rectangle indicates the portion of the map that is presently on-screen.

- Click with the left-hand button on the mouse inside the minimap to center your view on the point you are aiming at.
- Click within the radar minimap, without releasing the left-hand button of the mouse, and move your mouse to shift your view in real time on the map.

4.4   Main view
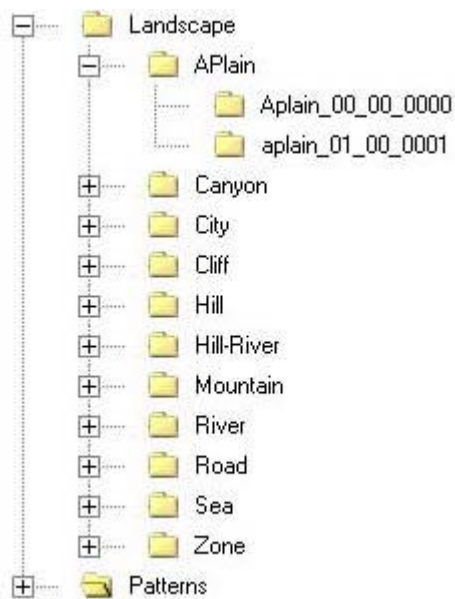
This is the map's viewing and editing zone.

Within this zone, you can position and maneuver the ground patches and patterns which go to make up your maps.

4.5   Décor elements

A patch is a square element of ground. The maps are made up of a collection of patches (the smallest of which are 8 by 8).

For each of the 4 environments, there is an assortment of 64 different types of patches to create a map's décor.

Patches are classifed according to 11 categories. All the patches in a single category are mutually compatible (provided they are turned in the right direction) and they are also compatible with some patches in other categories.

Open the 'Landscape' list (by clicking on [+]) in the right-hand window to display the list of all available categories of patches. Open each category individually by pressing [+] to see the list of patches that make up the category.

It is possible to place incompatible patches, which do not link up, side by side, but you should make sure that such situations do not arise.

If you are uncertain about your map, you can access the 'landscape check' viewing mode from the icon bar: this allows you to check which patches placed on the map pose a problem.

To select a patch, click on it with the left-hand button on the mouse. Then click on the map position where you want to put it. The map changes immediately.

Once your patches are in place, you can turn or position them in many different ways. To turn a positioned patch - or shift to a variant - click on it with the right-hand button on the mouse. If you go too quickly and pass over the variant you want, you can go on changing variants until you get back to the one you are looking for (the variants are displayed on a continuous loop).

4.6 Patterns
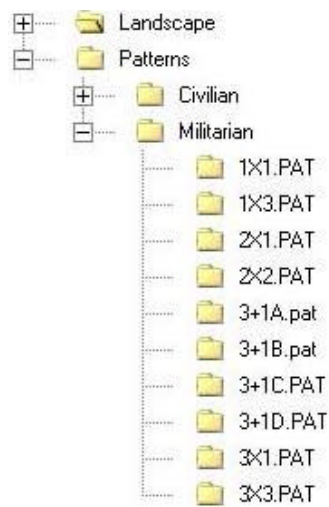
A pattern is a bit of map that is ready-made and ready for use. A pattern comprises patches of ground and possibly houses and even units.

The most important patterns are village patterns (civilian) and army base patterns (military).

A map is valid as soon as a minimum of 2 basic patterns have been put down.

You can access the pattern list in the scrolling window to the right of the work zone. To choose a pattern, click on its name, then click on the map position where you want to place it. The map changes immediately.

If you change the ground on a pattern or in the immediate vicinity of a pattern placed on a map, you may make the pattern invalid. If this happens, the pattern is automatically deleted to avoid the risk of problems. Likewise, if you place a pattern on top of another pattern, the latter will be deleted to avoid ambiguity.

Example of a positioned military patch:
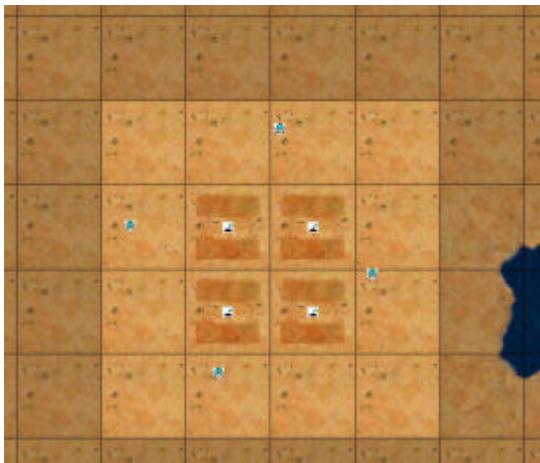
The base will be made up of 4 patches where building is permitted, but the pattern is made up of a total of 16 patches – that is, the base itself plus the other patches.

Example of a positioned civilian patch:

Civilians houses and civilians can be seen.

Note: the placing of village patterns ('civilian') is dependent on the presence of civilians on the map: it is therefore essential if you want to exploit all the capacities of the game to the full (functions linked to civilians and the media).

5.   **Saving a map**

Use the save icon or 'File/Save'.

The name you give your file will be used in the game to identify the map. The map's maximum number of players is determined by the number of military bases placed on the map.

Several files are created when saving. The file with the suffix 'EDL' comprises the map with the décor and all the parameters. The 'JPG' file corresponds to what is seen on the radar minimap display (and the strategic map).

6.   **Modifying an existing map**

To modify a map that has already been created, launch EdLand and, once within, click on the 'Open' icon or choose 'File/Open', then search your hard disk for the file you want to change.

When the map is open, you can change it as you please, then save it using the icon bar or 'File/Save'. The original map will be overwritten by the new one. If you prefer not to overwrite the original map when creating a new map, use 'File/Save as'.

If a compiled card is modified, you must recompile it.

Note: Solo game maps cannot be modified with EdLand.

7.   **Playing with maps created by EdLand**

Launch Conflict Zone and choose Multiplayer/Create. On the game creation screen, look through the list of available maps. All created or retrieved maps appear in the scrolling list, in addition to the maps provided with the game. The maps are identified by the name they were given when they were saved.

Note: it is perfectly possible to save an invalid map so as to continue working on it later. However, if you put the files you create into the Data\Land\multi directory and launch the game, you will not see the invalid maps in the list of available maps.

8.   **Retrieving maps made by other players**

Drag the 5 files required to run your map into the Data\Land\multi directory.

If you only retrieve the 'EDL' file and the radar 'JPG' – and not the 'DAT' files – the game will be able to generate maps, but the process will take some time.

Note: If some files are invalid, the map will not be displayed amongst the available maps.